TIME OF LEGENDS

Joan of Arc

Army Lists v1.5

MYTHIC GAMES

French Army

Beginning of War (First half)

Characters

Bertrand du Guesclin
Charge - Retaliation - Slayer
When attacking: Remove one defence dice of your choice before the defence roll.
If Bertrand du Guesclin is Disrupted, he's placed in the waiting section of the infirmary.

Bertrand du Guesclin
Cost: 435
Morale: 6

Mounted du Guesclin
Charge - Slayer - Haste 2
When attacking, if Mounted du Guesclin rolls a Retaliation results cannot be applied to Mounted du Guesclin.

Mounted du Guesclin
Cost: 530
Morale: 6

Boucicaut
Cost: 405
Morale: 5

Amaury de Craon
Cost: 280
Morale: 3

Philippe VI de Valois
Prayer
Bonus Action: Once per round, move one allied troop one area towards an enemy area.
When defending: Cancel 1

Philippe VI de Valois
Cost: 300
Morale: 4

Charles II le Magnanime
Cost: 310
Morale: 4

Hero
Cost: 170
Morale: 3

Mounted Hero
Cost: 220
Morale: 3

Arnoul d'Audrehem
Cost: 200
Morale: 4

Jean - Son of the King
Charge - Targeting
During your turn, if you spend 1 one Character in Jean's area gains Tough.
When attacking: gain 1 if at least one enemy unit is destroyed.

Jean - Son of the King
Cost: 110
Morale: 2

Troops

Mandatory minimum number of Troops: 2
Total maximum number of Troops: 6

French Mounted Knights

Cost per Troop: 130
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Gentry Mounted Knights

Cost per Troop: 135
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Mandatory minimum number of Troops: 0
Total maximum number of Troops: 4

Impetuous Knights

Cost per Troop: 160
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Foot Knights - Two-Handed Weapons

Cost per Troop: 145
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Mandatory minimum number of Troops: 0
Total maximum number of Troops: 4

Crossbowmen

Cost per Troop: 75
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Genoese Crossbowmen

Cost per Troop: 80
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Mandatory minimum number of Troops: 0
Total maximum number of Troops: 6

Provincial Militia

Cost per Troop: 35
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Peasant Militia

Cost per Troop: 25
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Mandatory minimum number of Troops: 2
Total maximum number of Troops: 5

Guisarmiers

Cost per Troop: 70
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Halberdiers

Cost per Troop: 110
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Musician

Selectable Troops: from 0 to 1
Cost per Troop: 170
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Standard Bearer

Selectable Troops: from 0 to 1
Cost per Troop: 240
Total Troop(s): _____ Total Cost: _____
Troop Morale: 3
Total Morale value: _____

Sergeants-at-arms

Selectable Troops: from 0 to 4
Cost per Troop: 90
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Pikemen with Pavise

Selectable Troops: from 0 to 3
Cost per Troop: 85
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Light Infantry

Selectable Troops: from 0 to 3
Cost per Troop: 75
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Mounted Crossbowmen

Selectable Troops: from 0 to 2
Cost per Troop: 110
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Resources: 115 ☐ 110 ☐ 115 ☐ 130 ☐ 20 ☐☐ 20 ☐☐ 15 ☐☐

Morale loss:

5 10 15 20 25 30

Victory points:

☐☐☐☐5 ☐☐☐☐10 ☐☐☐☐15 ☐☐☐☐20 ☐☐☐☐25

Total Cost: _____

Total minimum: 570

Total Morale: _____

Routing Threshold: ☐

French Army

Crowd Rise (First half)

Characters

Erwann de Romorantin
Cost: 240
Morale: 3

Jean de Vienne
Prayer
Bonus Action: Once per round, roll 1
On a result, you may take 1 from an opposing player's player board, or draw 1

Jean de Vienne
Cost: 255
Morale: 3

Earl of Auxerre
Cost: 190
Morale: 3

Jacques de Bourbon
Cost: 205
Morale: 3

Jean de Clermont
Cost: 190
Morale: 5

Philippe d'Orleans
Rally - Charge - Charisma
When attacking :
For each Wound placed on this card, add one to your attack roll.
Philippe d'Orléans counts as any Troop with Support.

Philippe d'Orléans
Cost: 240
Morale: 3

Etienne Marcel
Cost: 280
Morale: 4

Hero
Cost: 160
Morale: 3

Baudoin de Lens
Cost: 175
Morale: 3

Philippe the Bold
Feint - Charge - Parry
Characters in the same area as Philippe the Bold gain Parry.
Philippe the Bold's area cannot be targeted by shooting attacks.

Philippe the Bold
Cost: 225
Morale: 3

The Great Ferre
Tough
The Great Ferré is upgraded to Level 2 as soon as 4 allied and/or enemy units are located in the infirmary at the same time.

The Great Ferré
Cost: 320
Morale: 5

Guillaume d'Alloue
Rally
Bonus Action: If you spend 2 you may move an allied Character located in an area adjacent to Guillaume d'Alloue's 1 area.

Guillaume d'Alloue
Cost: 260
Morale: 3

Blacksmith
Cost: 160
Morale: 2

Troops

Mandatory minimum number of Troops: 3
Total maximum number of Troops: 6

Peasant Militia

Cost per Troop: 25
Total Troop(s): _____
Troop Morale: 1
Total Morale value: _____
Total Cost: _____

Peasants
Support
Special Action: You can remove a Fire token located in the Peasants' area or in an area adjacent to the Peasants.

Peasants

Cost per Troop: 20
Total Troop(s): _____
Troop Morale: 1
Total Morale value: _____
Total Cost: _____

Mandatory minimum number of Troops: 2
Total maximum number of Troops: 5

Bowmen - Short Bow
Once per round, after an enemy activation, choose an area containing allied Bowmen - Short Bow:
These Bowmen - Short Bow units can attack one enemy area in range.

Bowmen - Short Bow

Cost per Troop: 125
Total Troop(s): _____
Troop Morale: 1
Total Morale value: _____
Total Cost: _____

Militia Bowmen

Cost per Troop: 65
Total Troop(s): _____
Troop Morale: 1
Total Morale value: _____
Total Cost: _____

Mandatory minimum number of Troops: 0
Total maximum number of Troops: 4

Sergeants-at-arms

Cost per Troop: 100
Total Troop(s): _____
Troop Morale: 2
Total Morale value: _____
Total Cost: _____

Heavy Sergeants-at-arms

Cost per Troop: 135
Total Troop(s): _____
Troop Morale: 2
Total Morale value: _____
Total Cost: _____

Mandatory minimum number of Troops: 0
Total maximum number of Troops: 2

Foot Knights

Cost per Troop: 155
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Foot Knights - Two-Handed Weapons

Cost per Troop: 130
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Mandatory minimum number of Troops: 0
Total maximum number of Troops: 5

Guisarmiers

Cost per Troop: 75
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Almogavars

Cost per Troop: 65
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Halberdiers

Cost per Troop: 130
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Voulgiers

Cost per Troop: 115
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Mounted Sergeants-at-arms

Selectable Troops: from 0 to 6
Cost per Troop: 110
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Light Infantry

Selectable Troops: from 0 to 3
Cost per Troop: 70
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Provincial Militia

Selectable Troops: from 3 to 6
Cost per Troop: 35
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Standard Bearer

Selectable Troops: from 0 to 1
Cost per Troop: 260
Total Troop(s): _____ Total Cost: _____
Troop Morale: 4
Total Morale value: _____

Resources: 110 ☐ 105 ☐ 115 ☐ 120 ☐ 25 ☐☐ 15 ☐☐ 20 ☐☐

Morale loss:

5 10 15 20 25 30

Victory points:

☐☐☐☐5 ☐☐☐☐10 ☐☐☐☐15 ☐☐☐☐20 ☐☐☐☐25

Total Cost: _____
Total minimum: 485
Total Morale: _____
Routing Threshold: ☐

French Army

End of War (Second half)

Characters

Joan of Arc
Cost: 390
Morale: 5

Mounted Joan of Arc
Cost: 325
Morale: 5

La Hire
Retaliation - Charge
For each Wound placed on this card, La Hire gains:
Gain 1 each time an enemy unit is destroyed in an attack involving La Hire.

La Hire
Cost: 375
Morale: 5

Gilles de Rais
Charisma
Bonus Action: Once per turn, if you spend 1 Rally one disrupted Troop in Gilles de Rais' area.
When attacking:
If Gilles de Rais rolls at least one blank result, reroll one dice once.

Gilles de Rais
Cost: 305
Morale: 4

Mounted Hero
Cost: 220
Morale: 3

Hero
Cost: 160
Morale: 3

Charles de Bourbon
Cost: 200
Morale: 3

Prigent de Coëtivy
Tough - Engineer - Charisma
Once per round, Prigent de Coëtivy can attack an adjacent enemy area which was just activated by an order.

Prigent de Coëtivy
Cost: 270
Morale: 3

Ambroise de Loré
Cost: 270
Morale: 3

Jean de Dunois
Cost: 410
Morale: 5

Guy Le Bouteiller
Cost: 190
Morale: 5

Alain Blanchard
Cost: 230
Morale: 2

Jean Jourdain
When attacking:
A Culverin in Jean Jourdain's area gains +1
Gain 1 each time an enemy unit is destroyed by a Culverin's attack from Jean Jourdain's area.

Jean Jourdain
Cost: 180
Morale: 2

Jean de Bourbon
Cost: 250
Morale: 3

Charles d'Albret
Charge - Impetuous - Charisma
At the beginning of your turn, if you spend
Gain 1 for each destroyed unit in a fight where Charles d'Albret participated.

Charles d'Albret
Cost: 220
Morale: 2

Support

Barral de Pontevès
Cost: 240
Morale: 4

Poton de Xaintrailles
Tough
When attacking, if you spend 1 Reroll one dice once.
If La Hire is in the same area as Poton de Xaintrailles, La Hire gains:

Poton de Xaintrailles
Cost: 260
Morale: 4

Jean de Metz
Cost: 155
Morale: 3

Number of Characters: 1

Resources:

Troops

Mandatory minimum number of Troops: 2
Total maximum number of Troops: 6

Guisarmiers

Cost per Troop: 80
Total Troop(s): _____
Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Almogavars

Cost per Troop: 70
Total Troop(s): _____
Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Halberdiers

Cost per Troop: 135
Total Troop(s): _____
Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Voulgiers

Cost per Troop: 120
Total Troop(s): _____
Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Mandatory minimum number of Troops: 2
Total maximum number of Troops: 6

French Mounted Knights

Cost per Troop: 130
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Gentry Mounted Knights

Cost per Troop: 135
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Mandatory minimum number of Troops: 0
Total maximum number of Troops: 4

Impetuous Knights

Cost per Troop: 140
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Foot Knights - Two-Handed Weapons

Cost per Troop: 120
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Pikemen

Selectable Troops: from 0 to 6
Cost per Troop: 60
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Pavisiers

Selectable Troops: from 0 to 2
Cost per Troop: 110
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Light Infantry

Selectable Troops: from 0 to 3
Cost per Troop: 70
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Pikemen with Pavise

Selectable Troops: from 0 to 3
Cost per Troop: 90
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Culverin

Selectable Troops: from 0 to 1
Cost per Troop: 130
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Crossbowmen

Selectable Troops: from 0 to 4
Cost per Troop: 80
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Musician

Selectable Troops: from 0 to 1
Cost per Troop: 160
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Standard Bearer

Selectable Troops: from 0 to 2
Cost per Troop: 230
Total Troop(s): _____ Total Cost: _____
Troop Morale: 3
Total Morale value: _____

Mounted Crossbowmen

Selectable Troops: from 0 to 2
Cost per Troop: 115
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Morale loss:

Total Cost: _____
Total minimum: 560
Total Morale: _____

Routing Threshold:

Victory points:

5 10 15 20 25

English Army

Beginning of War (First half)

Characters

Captal de Buch
Cost: 285
Morale: 3

Sir John Jouel
Cost: 205
Morale: 3

The Black Prince
Terror 1 - Charisma
When The Black Prince is activated, you may move one of your Rally points to a free or allied area.

The Black Prince
Cost: 300
Morale: 4

Mounted Black Prince
Cost: 435
Morale: 5

Philip van Artevelde
Cost: 275
Morale: 1

Charles II of Navarre
Cost: 230
Morale: 3

John Chandos
Cost: 290
Morale: 3

Edward III
Charisma - Prayer
At the beginning of the Camp phase, rally one allied Troop.
Bonus Action: One allied Bowmen unit up to 2 areas away from Edward III may perform an attack.

Edward III
Cost: 385
Morale: 5

Hero
Cost: 160
Morale: 3

Earl of Suffolk
Cost: 190
Morale: 3

Earl of Salisbury
Rally - Tough
When attacking : 1 Bowmen in Earl of Salisbury's area gains
+1
until end of turn.
When attacking: gain 1
for each blank result.

Earl of Salisbury
Cost: 260
Morale: 2

John III of Montfort
Parry
When defending: 1 allied unit in John III of Montfort's area gains Bodyguard.
When attacking: If at least 1
result rolled by John III of Montfort is applied to an enemy unit, gain 1

John III of Montfort
Cost: 290
Morale: 3

Troops

Mandatory minimum number of Troops: 0
Total maximum number of Troops: 3

Light Cavalry
Haste 3 - Dodge
Once per turn, after a Follow-up after combat, this unit may perform an attack against an adjacent area.

Light Cavalry

Cost per Troop: 120
Total Troop(s): _____
Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Mounted Bowmen

Cost per Troop: 130
Total Troop(s): _____
Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Mandatory minimum number of Troops: 2
Total maximum number of Troops: 6

Pikemen

Cost per Troop: 60
Total Troop(s): _____
Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Provincial Militia

Cost per Troop: 35
Total Troop(s): _____
Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Mandatory minimum number of Troops: 0
Total maximum number of Troops: 4

Foot Knights - Two-Handed Weapons

Cost per Troop: 145
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Foot Knights

Cost per Troop: 165
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Hunting Dogs

Selectable Troops: from 0 to 4
Cost per Troop: 75
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Bowmen
When attacking:
Bonus Action: A Bowmen unit may place 1 set of stakes (taken from its owner's reserve) on one free border of its area.

Bowmen

Selectable Troops: from 3 to 6
Cost per Troop: 125
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Sergeants-at-arms - Gascons & Bretons

Selectable Troops: from 0 to 4
Cost per Troop: 125
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Light Infantry

Selectable Troops: from 0 to 3
Cost per Troop: 75
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Musician

Selectable Troops: from 0 to 1
Cost per Troop: 200
Total Troop(s): _____ Total Cost: _____
Troop Morale: 3
Total Morale value: _____

Standard Bearer

Selectable Troops: from 0 to 1
Cost per Troop: 230
Total Troop(s): _____ Total Cost: _____
Troop Morale: 3
Total Morale value: _____

Pikemen with Pavise

Selectable Troops: from 0 to 3
Cost per Troop: 90
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Mounted Sergeants-at-arms

Selectable Troops: from 0 to 4
Cost per Troop: 120
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Resources: 115 ○ 110 ○ 120 ○ 140 ○ 20 ○○ 20 ○○ 20 ○○

Morale loss:

5 10 15 20 25 30

Victory points:

5 10 15 20 25

Total Cost: _____
Total minimum: 605
Total Morale: _____
Routing Threshold: ○

English Army

Looters Between two Wars (First half)

Characters

Hero
Cost: 170
Morale: 3

Mounted Hero
Cost: 210
Morale: 3

Earl of Arundel
Retaliation
Special Action: Once per turn, you may place Earl of Arundel into any free or allied area of an adjacent hex.

Earl of Arundel
Cost: 265
Morale: 3

Earl of Northampton
Parry
When attacking:
+1
If at least 2 units are in the area of the Earl of Northampton.
Troops in the area of the Earl of Northampton gain Support.

Earl of Northampton
Cost: 290
Morale: 3

Sir John Jouel
Cost: 205
Morale: 3

Earl of Oxford
Cost: 290
Morale: 5

Earl of Warwick
Charge - Slayer
Once per turn, if you spend 1 :
Troops in Earl of Warwick's area gain Haste 2 until the end of turn.

Earl of Warwick
Cost: 260
Morale: 5

Troops

Mandatory minimum number of Troops: 0
Total maximum number of Troops: 4

War Hounds
Cost per Troop: 120
Total Troop(s): _____
Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Hunting Dogs
Cost per Troop: 70
Total Troop(s): _____
Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Mandatory minimum number of Troops: 2
Total maximum number of Troops: 4

Light Cavalry
Haste 3 - Dodge
Once per turn, after a Follow-up after combat, this unit may perform an attack against an adjacent area.

Light Infantry
Cost per Troop: 115
Total Troop(s): _____
Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Mounted Bowmen
Cost per Troop: 125
Total Troop(s): _____
Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Mandatory minimum number of Troops: 2
Total maximum number of Troops: 6

Guisarmiers
Cost per Troop: 75
Total Troop(s): _____
Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Almogavars
Cost per Troop: 65
Total Troop(s): _____
Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Voulgiers
Cost per Troop: 115
Total Troop(s): _____
Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Bowmen
When attacking:
Bonus Action: A Bowmen unit may place 1 set of stakes (taken from its owner's reserve) on one free border of its area.

Bowmen

Selectable Troops: from 2 to 4
Cost per Troop: 115
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Pikemen

Selectable Troops: from 0 to 6
Cost per Troop: 60
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Sergeants-at-arms - Gascons & Bretons

Selectable Troops: from 0 to 4
Cost per Troop: 135
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Foot Knights - Two-Handed Weapons

Selectable Troops: from 0 to 3
Cost per Troop: 140
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Gentry Mounted Knights

Selectable Troops: from 0 to 2
Cost per Troop: 135
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Musician

Selectable Troops: from 0 to 1
Cost per Troop: 190
Total Troop(s): _____ Total Cost: _____
Troop Morale: 4
Total Morale value: _____

Light Infantry

Selectable Troops: from 0 to 3
Cost per Troop: 75
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Pikemen with Pavise

Selectable Troops: from 0 to 3
Cost per Troop: 85
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Mounted Sergeants-at-arms

Selectable Troops: from 0 to 4
Cost per Troop: 115
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Resources: 110 ○ 105 ○ 110 ○ 120 ○ 15 ○○ 20 ○○ 15 ○○

Morale loss:

5 10 15 20 25 30

Total Cost: _____

Total minimum: 750

Total Morale: _____

Routing Threshold:

Victory points:

□□□□5 □□□□10 □□□□15 □□□□20 □□□□25

English Army

End of War (Second half)

Characters

John Talbot
Cost: 330
Morale: 3

Mounted John Talbot
Cost: 440
Morale: 5

John Fastolf
Cost: 260
Morale: 3

John of Lancaster
Cost: 270
Morale: 3

Earl of Suffolk
Cost: 260
Morale: 3

John de la Pole
Cost: 275
Morale: 3

Simon Morhier
Cost: 195
Morale: 3

Thomas de Scales
Cost: 210
Morale: 3

Mounted Hero
Cost: 200
Morale: 3

Thomas Montagu
Engineer - Charisma
At the start of your turn, if you spend 1 and 1
choose one extra War Council card
At the start of your turn, if you spend 2
gain

Thomas Montagu
Cost: 370
Morale: 5

William Glasdale
Cost: 300
Morale: 4

Guillaume de Molins
Cost: 180
Morale: 3

Edward of York
Charge - Bodyguard
Once per turn, you may move units with ranged attacks located in Edward of York's area into an adjacent area.
At the beginning of your turn, gain 1

Edward of York
Cost: 280
Morale: 4

Edmund of Somerset
Retaliation - Charisma
When attacking:
remove one defence dice of your choice from an enemy unit before the defence roll.

Edmund of Somerset
Cost: 210
Morale: 4

Thomas Kyriell
Engineer - Targeting
Once per turn, when attacking : one Bowmen unit in Thomas Kyriell's area gains +1
When attacking : gain 1 for each blank result.

Thomas Kyriell
Cost: 280
Morale: 2

Troops

Mandatory minimum number of Troops: 0
Total maximum number of Troops: 5

Guisarmiers

Cost per Troop: 80
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Almogavars

Cost per Troop: 65
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Halberdiers

Cost per Troop: 125
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Voulgiers

Cost per Troop: 120
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Mandatory minimum number of Troops: 0
Total maximum number of Troops: 4

Sergeants-at-arms - Gascons & Bretons

Cost per Troop: 150
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Sergeants-at-arms

Cost per Troop: 140
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Mandatory minimum number of Troops: 2
Total maximum number of Troops: 4

War Hounds

Cost per Troop: 120
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Hunting Dogs

Cost per Troop: 65
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Mounted Bowmen

Selectable Troops: from 0 to 3
Cost per Troop: 135
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Mounted Knights

Selectable Troops: from 0 to 4
Cost per Troop: 140
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Bowmen
When attacking:
Bonus Action: A Bowmen unit may place 1 set of stakes (taken from its owner's reserve) on one free border of its area.

Bowmen

Selectable Troops: from 4 to 8
Cost per Troop: 135
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Pikemen

Selectable Troops: from 0 to 6
Cost per Troop: 60
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Light Infantry

Selectable Troops: from 0 to 3
Cost per Troop: 70
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Pikemen with Pavise

Selectable Troops: from 0 to 3
Cost per Troop: 90
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Musician

Selectable Troops: from 0 to 2
Cost per Troop: 200
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Standard Bearer

Selectable Troops: from 0 to 1
Cost per Troop: 240
Total Troop(s): _____ Total Cost: _____
Troop Morale: 3
Total Morale value: _____

Resources: 120 ○ 105 ○ 115 ○ 125 ○ 15 ○○ 25 ○○ 15 ○○

Morale loss:

Victory points:

Total Cost: _____
Total minimum: 865
Total Morale: _____
Routing Threshold:

Unholy Army

Faithless Looters
(First & second half)

Characters

The Witch
Cost: 145
Morale: 3

Sabbat Witch
Prayer - Jump 1 - Ruthless - Targeting
Gain 1 if at least 1 enemy unit is destroyed during your turn.
Units in the Sabbat Witch's area gain Ruthless.
3

Sabbat Witch
Cost: 340
Morale: 3

The Succubus
Jump 2 - Prayer
When attacking: Gain 1 if The Succubus' rolls at least 1 .
When attacking: You can spend 1 to replace 1 of The Succubus' attack dice with 1
2

The Succubus
Cost: 230
Morale: 3

Troops

Heretic Repentants
Charge - Haste 2 - Tough
If they perform a Follow-up after combat, the Heretic Repentants may perform an extra attack.

Heretic Repentants
Selectable Troops: from 0 to 3
Cost per Troop: 180
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Heretic Expiators
Engineer - Prayer - Ruthless
When defending one unit in the same area as the Heretic Expiators may reroll one dice.
When attacking:

Heretic Expiators
Selectable Troops: from 0 to 3
Cost per Troop: 150
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Mandatory minimum number of Troops: 0
Total maximum number of Troops: 4

Skeletons
Cost per Troop: 55
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Devilish Skeletons
Cost per Troop: 75
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Heretics
Targeting
When attacking, if the Heretics inflict at least 1 on a level 2 Character, this Character is downgraded to level 1.
When defending:

Heretics
Total Troop(s): 1 Total Cost: 90
Total Morale value: 1

Demonic Legion
Selectable Troops: from 2 to 3
Cost per Troop: 65
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Flying Demons
Selectable Troops: from 0 to 3
Cost per Troop: 160
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Voracious Demons
Selectable Troops: from 0 to 2
Cost per Troop: 125
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Provincial Militia
Selectable Troops: from 0 to 4
Cost per Troop: 35
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Resources

Morale loss:

Total Cost: _____
Total minimum: 365
Total Morale: _____

Routing Threshold:

Victory points:

Unholy Army

Bestial Savagery
(First & second half)

Characters

The Tarasque
Big - Retaliation
When attacking:
When the Tarasque inflicts a Wound on an enemy unit, inflict one extra Wound.
8

The Tarasque
Cost: 475
Morale: 8

The Werewolf
Cost: 145
Morale: 3

The Cockatrice
Cost: 350
Morale: 5

The Wyvern
Cost: 525
Morale: 10

Ressources

Troops

Mandatory minimum number of Troops: 2
Total maximum number of Troops: 6

War Hounds

Cost per Troop: 110
Total Troop(s): _____
Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Wolves

Cost per Troop: 60
Total Troop(s): _____
Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Voracious Demons

Total Troop(s): 2
Total Cost: 250
Total Morale value: 4

Skeletons

Selectable Troops: from 0 to 9
Cost per Troop: 55
Total Troop(s): _____
Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Flying Demons

Selectable Troops: from 0 to 3
Cost per Troop: 160
Total Troop(s): _____
Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Devourers

Selectable Troops: from 0 to 4
Cost per Troop: 135
Total Troop(s): _____
Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Gargoyles

Selectable Troops: from 0 to 3
Cost per Troop: 90
Total Troop(s): _____
Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Rat Swarm

Selectable Troops: from 0 to 6
Cost per Troop: 35
Total Troop(s): _____
Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Morale loss:

Total Cost: _____
Total minimum: 575
Total Morale: _____
Routing Threshold:

Victory points:

Unholy Army

World Enders (First & second half)

Characters

Magog
Big - Charge - Bodyguard - Slayer
Once per Round, if you spend 1 to present one enemy unit adjacent to Magog from moving.
At the start of the Round, designate an enemy Character adjacent to Magog: if this Character doesn't attack Magog during this Round, their owner loses 1 and 1.
7

Magog

Cost: 430

Morale: 7

Gog
Big - Heal - Reroll - Ruthless
The cost of your is reduced by 1.
When an enemy unit in an adjacent hex to Gog declares an attack, remove one dice from this unit's attack pool.
5

Gog

Cost: 275

Morale: 5

The Great Reaper
Terror 2 - Touch - Immortal
During the Camp phase, by spending 1 choose a unit in the infirmary and roll the Doom dice:
On a or a destroy the targeted unit.
When attacking:
4

The Great Reaper

Cost: 480

Morale: 3

Dracula

Cost: 335

Morale: 6

Troops

Plague Bearers

Selectable Troops: from 0 to 4
Cost per Troop: 115
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Wolves

Selectable Troops: from 0 to 4
Cost per Troop: 70
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Ghosts
Immortal - Terror 1
Once per turn, if you spend 1 Ghosts gain Jump 2 until the end of their activation.
Ghosts are not affected by terrain modifiers.

Ghosts

Selectable Troops: from 0 to 2
Cost per Troop: 160
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Skeletons - Danse Macabre

Selectable Troops: from 0 to 4
Cost per Troop: 60
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Mounted Skeletons

Selectable Troops: from 0 to 4
Cost per Troop: 160
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Disciples
When in a swamp area, Disciples ignore swamp terrain modifiers and may perform a move action into any other swamp area.

Disciples

Selectable Troops: from 0 to 1
Cost per Troop: 80
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Mounted Spectres
Immortal - Charge
When the Mounted Spectres move into a new hex, they can be placed in any free or allied area of this hex.

Mounted Spectres

Selectable Troops: from 0 to 4
Cost per Troop: 200
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Damned

Selectable Troops: from 0 to 2
Cost per Troop: 250
Total Troop(s): _____ Total Cost: _____
Troop Morale: 4
Total Morale value: _____

Resources: 105 ▢ 115 ▢ 125 ▢ 25 ▢▢ 15 ▢▢ 20 ▢▢

Morale loss:

5 10 15 20 25 30

Total Cost: _____

Total minimum: 585

Total Morale: _____

Routing Threshold:

Victory points:

▢▢▢▢5 ▢▢▢▢10 ▢▢▢▢15 ▢▢▢▢20 ▢▢▢▢25

Characters

Cola di Renzo
Cost: 195
Morale: 3

Mounted Hero
Cost: 210
Morale: 3

Jean de Murs
Engineer
When Jean de Murs is in a building, this building gains +1 Resistance.
Once per turn, if you spend 1
Search for the Legend card of your choice in the deck.

Jean de Murs
Cost: 110
Morale: 3

The Inquisitor
Cost: 185
Morale: 3

Philippe de Vitry
Cost: 125
Morale: 3

Hero
Cost: 160
Morale: 3

Archbishop Pierre de Cros
Cost: 195
Morale: 3

Troops

Mandatory minimum number of Troops: 2
Total maximum number of Troops: 6

Foot Knights

Cost per Troop: 155
Total Troop(s): _____
Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Foot Knights - Two-Handed Weapons

Cost per Troop: 130
Total Troop(s): _____
Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Genoese Crossbowmen

Selectable Troops: from 0 to 3
Cost per Troop: 80
Total Troop(s): _____
Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Mounted Knights

Selectable Troops: from 0 to 4
Cost per Troop: 145
Total Troop(s): _____
Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Flagellants

Total Troop(s): 1
Total Cost: 70
Total Morale value: 1

Penitents

Total Troop(s): 1
Total Cost: 75
Total Morale value: 1

Provincial Militia

Selectable Troops: from 0 to 6
Cost per Troop: 35
Total Troop(s): _____
Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Executioner

Selectable Troops: from 0 to 1
Cost per Troop: 55
Total Troop(s): _____
Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Angel

Selectable Troops: from 0 to 2
Cost per Troop: 230
Total Troop(s): _____
Total Cost: _____
Troop Morale: 4
Total Morale value: _____

Devotees

Selectable Troops: from 0 to 2
Cost per Troop: 150
Total Troop(s): _____
Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Resources: 110 ▢ 105 ▢ 115 ▢ 130 ▢ 25 ▢▢ 15 ▢▢ 15 ▢▢

Morale loss:

5 10 15 20 25 30

Total Cost: _____

Total minimum: 515

Total Morale: _____

Routing Threshold:

Victory points:

▢▢▢▢5 ▢▢▢▢10 ▢▢▢▢15 ▢▢▢▢20 ▢▢▢▢25

Holy Army

Angelic Cohort (First & second half)

Characters

Saint Martha
Cost: 175
Morale: 1

Pope Clement the VIth
Cost: 200
Morale: 3

Hero
Cost: 170
Morale: 3

The Inquisitor
Cost: 150
Morale: 2

Glorious Angel
Cost: 450
Morale: 3

Troops

Angel
Selectable Troops: from 2 to 4
Cost per Troop: 230
Total Troop(s): _____ Total Cost: _____
Troop Morale: 4
Total Morale value: _____

Destructive Angel
Selectable Troops: from 0 to 2
Cost per Troop: 220
Total Troop(s): _____ Total Cost: _____
Troop Morale: 3
Total Morale value: _____

Peasants
Selectable Troops: from 0 to 6
Cost per Troop: 20
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Provincial Militia
Selectable Troops: from 3 to 6
Cost per Troop: 35
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Priest
Selectable Troops: from 0 to 1
Cost per Troop: 100
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Executioner
Selectable Troops: from 0 to 1
Cost per Troop: 55
Total Troop(s): _____ Total Cost: _____
Troop Morale: 3
Total Morale value: _____

Resources:

115 ○

100 ○

120 ○

130 ○

25 ○ ○

15 ○ ○

15 ○ ○

Morale loss:

5 10
15 20
25 30

Total Cost: _____

Total minimum: 825

Total Morale: _____

Routing Threshold:

Victory points:

5 10 15 20 25

Holy Army

Fantastic Allies (First & second half)

Characters

The Griffin
Cost: 320
Morale: 8

The Unicorn
Cost: 250
Morale: 4

Hero
Cost: 150
Morale: 3

Mounted Hero
Cost: 200
Morale: 4

Troops

Mandatory minimum number of Troops: 0
Total maximum number of Troops: 4

Foot Knights
Cost per Troop: 130
Total Troop(s): _____
Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Foot Knights - Two-Handed Weapons
Cost per Troop: 155
Total Troop(s): _____
Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Mounted Knights
Selectable Troops: from 2 to 4
Cost per Troop: 145
Total Troop(s): _____
Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Bowmen - Short Bow
Once per round, after an enemy activation, choose an area containing allied Bowmen - Short Bow.
These Bowmen - Short Bow units can attack one enemy area in range.

Bowmen - Short Bow
Selectable Troops: from 0 to 4
Cost per Troop: 140
Total Troop(s): _____
Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Pikemen
Selectable Troops: from 3 to 6
Cost per Troop: 65
Total Troop(s): _____
Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Resources:

110 ☐

90 ☐

120 ☐

120 ☐

25 ☐☐

15 ☐☐

15 ☐☐

Morale loss:

Victory points:

☐☐☐☐5 ☐☐☐☐10 ☐☐☐☐15 ☐☐☐☐20 ☐☐☐☐25

Total Cost: _____

Total minimum: 635

Total Morale: _____

Routing Threshold:

Ottoman Army

Characters

Mehmed II
Cost: 285
Morale: 3

Mehmed the Conqueror
Big - Haste 1 - Terror 1 - Fireproof
When attacking:
Place a Fire token in the attacked area if you roll at least one blank result.

Mehmed the Conqueror
Cost: 550
Morale: 6

Yildirim Bayezid
Haste 1 - Charge - Ruthless
At the start of your turn, if you spend 2 to move one of your Rally points.
When attacking:

Yildirim Bayezid
Cost: 415
Morale: 4

Lala Sahin Pasha
Cost: 325
Morale: 4

Troops

Mandatory minimum number of Troops: 2
Total maximum number of Troops: 4

Janissaries

Cost per Troop: 105
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Yerli Kulu

Cost per Troop: 70
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Light Infantry

Selectable Troops: from 2 to 6
Cost per Troop: 80
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Mandatory minimum number of Troops: 0
Total maximum number of Troops: 6

Okchu

Cost per Troop: 85
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Azab Archers
Haste 2 - Dodge
Bonus Action: An Azab Archers unit may place 1 set of stakes (taken from its owner's reserve) on one free border of its area.

Azab Archers

Cost per Troop: 100
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Cannon

Selectable Troops: from 0 to 2
Cost per Troop: 190
Total Troop(s): _____ Total Cost: _____
Troop Morale: 3
Total Morale value: _____

Sipahi

Selectable Troops: from 0 to 4
Cost per Troop: 140
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Mounted Bowmen

Selectable Troops: from 0 to 3
Cost per Troop: 120
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Noble Cavalry
Charge - Retaliation
When defending:
If the Noble Cavalry suffer a you choose the area where they're Pushed back.

Noble Cavalry

Selectable Troops: from 0 to 4
Cost per Troop: 190
Total Troop(s): _____ Total Cost: _____
Troop Morale: 3
Total Morale value: _____

Resources:

115 ☐

115 ☐

130 ☐

115 ☐

15 ☐☐

20 ☐☐

20 ☐☐

Morale loss:

5 10 15 20 25 30

Victory points:

5 10 15 20 25

Total Cost: _____

Total minimum: 585

Total Morale: _____

Routing Threshold:

Scottish Army

Characters

John Stewart of Darnley
Charge - Feint - Impetuous
If an enemy unit is destroyed by an attack involving John Stewart of Darnley, you may recover your Reroll token if it is no longer in your possession.

Jean Stuart de Derneley

Cost: 320
Morale: 4

William Wallace
Charge - Reroll
Bonus Action: Once per turn, Troops in the same area as William Wallace, or an allied adjacent area, gain Charge until the end of the round.
Bonus Action: Once per round, designate one enemy adjacent to William Wallace. This one's owner must discard 1 Order of their choice in order to activate it.

William Wallace

Cost: 250
Morale: 3

John Stewart of Buchan
Charge - Feint
Up to 2 troops with a Shooting attack located in John Stewart of Buchan's area gain:
+1 when attacking.

Jean Stuart de Buchan

Cost: 300
Morale: 3

Troops

Mandatory minimum number of Troops: 0
Total maximum number of Troops: 4

Halberdiers

Cost per Troop: 130
Total Troop(s): _____
Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Guisarmiers

Cost per Troop: 75
Total Troop(s): _____
Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Mandatory minimum number of Troops: 6
Total maximum number of Troops: 10

Provincial Militia

Cost per Troop: 40
Total Troop(s): _____
Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Scottish Pikemen

Cost per Troop: 65
Total Troop(s): _____
Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Mandatory minimum number of Troops: 2
Total maximum number of Troops: 4

Militia Bowmen

Cost per Troop: 70
Total Troop(s): _____
Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Bowmen
When attacking:
Bonus Action: A Bowmen unit may place 1 set of stakes (taken from its owner's reserve) on one free border of its area.

Bowmen

Cost per Troop: 140
Total Troop(s): _____
Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Sergeants-at-arms

Selectable Troops: from 3 to 6
Cost per Troop: 90
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Heavy Sergeants-at-arms

Selectable Troops: from 0 to 3
Cost per Troop: 130
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Mounted Sergeants-at-arms

Selectable Troops: from 0 to 3
Cost per Troop: 110
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Pavisiers

Selectable Troops: from 0 to 3
Cost per Troop: 100
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Musician
Terror 1
If an attack is declared from the Musician's area, add 1 to the total attack roll.
Once during the Camp phase:

Musician

Selectable Troops: from 0 to 2
Cost per Troop: 150
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Standard Bearer

Selectable Troops: from 0 to 1
Cost per Troop: 250
Total Troop(s): _____ Total Cost: _____
Troop Morale: 3
Total Morale value: _____

Doctor
Heal - Haste 2
Each time a unit is destroyed in the Doctor's area, roll 1
If you roll a place this unit in the waiting section of the infirmary.

Doctor

Selectable Troops: from 0 to 1
Cost per Troop: 130
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Resources:

110 ☐

110 ☐

130 ☐

120 ☐

20 ☐☐

15 ☐☐

15 ☐☐

Morale loss:

☐☐☐☐5 ☐☐☐☐10
☐☐☐☐15 ☐☐☐☐20
☐☐☐☐25 ☐☐☐☐30

Total Cost: _____
Total minimum: 740
Total Morale: _____

Routing Threshold:

Victory points:
☐☐☐☐5 ☐☐☐☐10 ☐☐☐☐15 ☐☐☐☐20 ☐☐☐☐25

Apocalypse: Holy Army

Characters

Triumph
Big - Jump 1 - Charge
When attacking, Triumph cancels Retaliation.
When attacking or defending: Turn all blank results into any result of your choice.

Triumph
Cost: 360
Morale: 5

Ark of the Covenant
Prayer - Terror 3
At the start of your turn:
Spend 1 otherwise remove the Ark of the Covenant from the game.

Ark of the Covenant
Cost: 360
Morale: 4

The Lamb of God
Big - Prayer - Rally
When defending:
Gain 1 result in The Lamb of God's area and all adjacent areas.
Once per turn, if you spend 1
Rally a Troop.

The Lamb of God
Cost: 300
Morale: 2

The Holy Relic
Cost: 230
Morale: 3

Archangel Raphael
Cost: 520
Morale: 6

Judgement
Big - Immortal - Bodyguard - Terror 2
Judgement can replace his attack dice with 1
When attacking:
Judgement can only command Angels

Judgement
Cost: 1100
Morale: 10

Archangel Gabriel
Bodyguard - Jump 2 - Terror 1
When attacking:
If Archangel Gabriel rolls at least 1 , he may perform a move action after the attack.

Archangel Gabriel
Cost: 560
Morale: 7

Archangel Saint Michael
Cost: 620
Morale: 8

Troops

Angelic Herald
Selectable Troops: from 0 to 1
Cost per Troop: 260
Total Troop(s): _____
Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Resources:

115

115

120

130

25

15

15

Morale loss:

Total Cost: _____
Total minimum: 230
Total Morale: _____

Routing Threshold:

Victory points:

Apocalypse: Unoly Army

Characters

The Devil
Terror 2 - Targeting - Fireproof
At any time, you may spend 2 to gain 1
Each time The Devil performs a gigantic attack, roll an extra and allocate each result to the area of your choice until all areas of the trampled hexagon have one result.
Once per turn, you may spend 1 and roll 1 on a result, an enemy Troop of your choice moves into an adjacent allied area and becomes Unholy, under your control.
Per area in targeted hex
14
5 5

The Devil
Cost: 1175
Morale: 9

The Dragon
Terror 2 - Fireproof
At any time, you may spend 2 to gain 1
Once per activation, The Dragon can perform an extra direct shooting attack if you spend 1
At the start of the game, receive 5 Fire tokens. When The Dragon performs a shooting attack, you may put a Fire token in the target area.
2
Per Unit in targeted area
Per area in targeted hex
20

The Dragon
Cost: 1250
Morale: 10

The Beast
Terror 2 - Fireproof
At any time, you may spend 2 to gain 1
When The Beast performs a melee attack, he can attack up to 3 adjacent areas.
Each time The Beast destroys a building, gain 1
At the beginning of the game, receive 2 Fire tokens. When The Beast performs a shooting Attack, you may put a Fire token in the target area.
2
Per Unit in targeted area
Per area in targeted hex
14

The Beast
Cost: 1110
Morale: 10

The Leviathan
Terror 2
Each time The Leviathan attacks an area containing a terrain element or a bulding, said element takes 1
Each time The Leviathan performs a gigantic attack, you can spend 1 to reroll up to 3
Units Disrupted by The Leviathan are put on its board instead of in the Infirmary. During the Camp phase, these units are Destroyed on a result.
Any other result is applied normally.
Per area in targeted hex
16

The Leviathan
Cost: 750
Morale: 4

Conquest
Cost: 310
Morale: 4

Death
Big - Terror 1 - Haste 2
When attacking, for each enemy unit destroyed: Gain 1
Gain 1 extra if the unit is Holy.
When activating Death, if you spend 1 Remove 1 from an allied Unholy Character.
4
2 2

Death
Cost: 350
Morale: 6

Famine
Big - Tough
At the beginning of his activation, if Famine is adjacent to an enemy unit, steal 1 from its owner.
When attacking, if you spend 1 Famine may perform an extra attack.
3
2 1

Famine
Cost: 230
Morale: 4

War
Cost: 320
Morale: 5

The Antichrist
Big - Prayer - Terror 2 - Immortal
Units in The Antichrist's area gain
Once per turn, if you spend 1 Designate an enemy troop within 2 hexes and roll 1 If you roll , place this troop under your control in the Antichrist's area.
3
2 4

The Antichrist
Cost: 750
Morale: 7

Resources:

115 ☐

115 ☐

120 ☐

130 ☐

25 ☐☐

15 ☐☐

15 ☐☐

Morale loss:

Total Cost:
Total minimum: 230
Total Morale:

Routing Threshold:

Victory points:

☐☐☐☐5 ☐☐☐☐10 ☐☐☐☐15 ☐☐☐☐20 ☐☐☐☐25

Teutonic Army

Characters

Friedrich von Wallenrode
Charge - Prayer - Feint
When attacking: If Friedrich von Wallenrode rolls 2 , recover your Reroll token.

Friedrich von Wallenrode

Cost: 280

Morale: 3

Ulrich von Jungingen
Charge - Parry - Tough
When attacking: Ulrich von Jungingen gains 1 if at least 2 other units attack the same area he does.
When attacking: If Ulrich rolls 2 after resolving the attack, you can move an adjacent unit into Ulrich's area.

Ulrich von Jungingen

Cost: 475

Morale: 6

Winrich von Kniprode
Charge
When attacking, if Winrich von Kniprode rolls at least 2 this unit's attack roll cannot be blocked by .

Winrich von Kniprode

Cost: 380

Morale: 4

Bernard Szumborski
Feint
Special Action: Bernard Szumborski can declare an attack against an adjacent enemy unit. Only Bernard Szumborski's attack roll and the targeted unit's defence roll are resolved.

Bernard Szumborski

Cost: 250

Morale: 3

Teutonic Hero
Charge - Impetuous - Prayer
When attacking:
For each rolled, roll 1 extra .
This extra dice benefits from this effect.

Teutonic Hero

Cost: 145

Morale: 2

Mounted Teutonic Hero

Cost: 240

Morale: 2

Troops

Teutonic Knights

Selectable Troops: from 2 to 4
Cost per Troop: 175
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Teutonic Sergeants

Selectable Troops: from 0 to 4
Cost per Troop: 110
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Mounted Teutonic Knights

Selectable Troops: from 0 to 4
Cost per Troop: 175
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Light Infantry

Selectable Troops: from 0 to 3
Cost per Troop: 70
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

War Wagon

Selectable Troops: from 0 to 2
Cost per Troop: 375
Total Troop(s): _____ Total Cost: _____
Troop Morale: 4
Total Morale value: _____

Mercenary Cavalry

Selectable Troops: from 0 to 4
Cost per Troop: 150
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Musician

Selectable Troops: from 0 to 1
Cost per Troop: 170
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Standard Bearer

Selectable Troops: from 0 to 1
Cost per Troop: 240
Total Troop(s): _____ Total Cost: _____
Troop Morale: 3
Total Morale value: _____

Pikemen with Pavise

Selectable Troops: from 0 to 3
Cost per Troop: 85
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Guisarmiers

Selectable Troops: from 0 to 3
Cost per Troop: 70
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Resources: 120 ▢ 105 ▢ 20 ▢▢ 15 ▢▢

Morale loss:

5 10 15 20 25 30

Total Cost: _____

Total minimum: 495

Total Morale: _____

Routing Threshold:

Victory points:

5 10 15 20 25

Lithuanian Army

Characters

Wickerman
Big - Haste 2 - Terror 2 - Fireproof
When attacking: After your attack roll, if the Wickerman rolls 3 results, transform those results into 1 unblockable result.
When attacking: All blank results rolled by the Wickerman count as 2 results
6

Wickerman
Cost: 370
Morale: 5

Aitvaras
Terror 1 - Dodge - Fireproof
When defending: If the Aitvaras successfully Dodges, place a Fire token in its area before it moves.
After rolling for any Fire damage, for each unit suffering from a result, gain 1
3

Aitvaras
Cost: 230
Morale: 2

Sacred Tree
Big - Terror 1
If the Sacred Tree is located in a forest area, it can declare a melee attack from another forest area containing a tree. Remove this tree from the board after the attack.
The Sacred Tree is immune to Retaliation.
4

Sacred Tree
Cost: 250
Morale: 3

Perkunas
Cost: 430
Morale: 5

Laima, Goddess of Luck
Tough - Terror 1 - Feint
When attacking: For each result rolled by Laima, gain 1 or 1
After any one of your dice rolls, if you spend 1 Reroll 1 dice from the roll once.
2

Laima, Goddess of Luck
Cost: 260
Morale: 3

Mounted Hero
Cost: 200
Morale: 3

Lithuanian Hero
Cost: 110
Morale: 2

Feint - Charge
When attacking: If Vytautas rolls 2 , roll 1 additional after resolving your attack. Units cannot defend against this roll.
3

Vytautas, Great Duke of Lithuania
Cost: 230
Morale: 3

Narimantas
Charge - Bodyguard
When defending, for every result allocated to Narimantas, inflict 1 as Retaliation on the attacking units.
2

Narimantas
Cost: 240
Morale: 2

Manvydas
Haste 2
When attacking, if Manvydas is located in a forest area, add 1 result to your attack roll for every result rolled by Manvydas.

Manvydas
Cost: 160
Morale: 2

Troops

Mandatory minimum number of Troops: 0
Total maximum number of Troops: 5

Guisarmiers

Cost per Troop: 75
Total Troop(s): _____
Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Almogavars

Cost per Troop: 65
Total Troop(s): _____
Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Sergeants-at-arms

Selectable Troops: from 0 to 3
Cost per Troop: 110
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Pikemen with Pavise

Selectable Troops: from 0 to 3
Cost per Troop: 75
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Tatar Archers
Dodge - Haste 2
If the Tatar Archers successfully perform a Dodge, roll 1 as Retaliation against the attacking units.

Tatar Archers

Selectable Troops: from 2 to 4
Cost per Troop: 100
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Lithuanian Heavy Cavalry

Selectable Troops: from 0 to 4
Cost per Troop: 165
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Forest Striders

Selectable Troops: from 2 to 4
Cost per Troop: 65
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Light Infantry

Selectable Troops: from 0 to 3
Cost per Troop: 75
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Mounted Lancers

Selectable Troops: from 0 to 3
Cost per Troop: 140
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Mounted Sergeants-at-arms

Selectable Troops: from 0 to 6
Cost per Troop: 110
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Musician
Terror 1
If an attack is declared from the Musician's area, add 1 to the total attack roll.
Once during the Camp phase:

Musician

Selectable Troops: from 0 to 1
Cost per Troop: 170
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Standard Bearer

Selectable Troops: from 0 to 1
Cost per Troop: 240
Total Troop(s): _____ Total Cost: _____
Troop Morale: 3
Total Morale value: _____

Resources: 120 ○ 115 ○ 135 ○ 125 ○ 20 ○○ 15 ○○

Morale loss:

5 10 15 20 25 30

Victory points:

5 10 15 20 25

Total Cost: _____

Total minimum: 440

Total Morale: _____

Routing Threshold: ____

Polish Army

Characters

King Casimir IV of Poland
Charge - Parry - Feint - Retaliation
When defending, if King Casimir IV is alone in his area, transform 1 suffered into a
3
1

King Casimir IV of Poland

Cost: 240

Morale: 3

Ladislas II Jagellon
Parry - Charge
Once per defence roll, if you spend 2 Add 1 to your defence roll.
When attacking, if all attacking units are Add 1 to your total attack roll for each attacking unit.
3
1 2

Ladislas II Jagellon

Cost: 320

Morale: 3

Polish Mounted Hero

Cost: 230

Morale: 3

Troops

Mandatory minimum number of Troops: 0
Total maximum number of Troops: 5

Guisarmiers

Cost per Troop: 75

Total Troop(s): _____ Total Cost: _____

Troop Morale: 1

Total Morale value: _____

Voulgiers

Cost per Troop: 115

Total Troop(s): _____ Total Cost: _____

Troop Morale: 1

Total Morale value: _____

Almogavars

Cost per Troop: 65

Total Troop(s): _____ Total Cost: _____

Troop Morale: 1

Total Morale value: _____

Tatar Archers
Dodge - Haste 2
If the Tatar Archers successfully perform a Dodge, roll 1 dice Retaliation against the attacking units.

Tatar Archers

Selectable Troops: from 0 to 3
Cost per Troop: 100
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Polish Sergeants-at-arms

Selectable Troops: from 2 to 6
Cost per Troop: 120
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Mounted Lancers

Selectable Troops: from 0 to 3
Cost per Troop: 130
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Polish Knights

Selectable Troops: from 0 to 4
Cost per Troop: 130
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Musician
Terror 1
If an attack is declared from the Musician's area, add 1 to the total attack roll.
Once during the Camp phase:

Musician

Selectable Troops: from 0 to 1
Cost per Troop: 165
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Standard Bearer

Selectable Troops: from 0 to 1
Cost per Troop: 250
Total Troop(s): _____ Total Cost: _____
Troop Morale: 3
Total Morale value: _____

Crossbowmen

Selectable Troops: from 0 to 3
Cost per Troop: 85
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Mounted Sergeants-at-arms

Selectable Troops: from 0 to 4
Cost per Troop: 110
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Resources: 120 ☐ 115 ☐ 135 ☐ 125 ☐ 20 ☐☐ 15 ☐☐

Morale loss:

5 10 15 20 25 30

Total Cost: _____
Total minimum: 495
Total Morale: _____
Routing Threshold:

Victory points:

☐☐☐☐5 ☐☐☐☐10 ☐☐☐☐15 ☐☐☐☐20 ☐☐☐☐25

Siege: Attacker's Army

Troops

Bombard

Selectable Troops: from 0 to 1
Cost per Troop: 220
Total Troop(s): _____ Total Cost: _____
Troop Morale: 3
Total Morale value: _____

Siege Tower

Selectable Troops: from 0 to 1
Cost per Troop: 260
Total Troop(s): _____ Total Cost: _____
Troop Morale: 4
Total Morale value: _____

Trebuchet

Selectable Troops: from 0 to 2
Cost per Troop: 150
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Pavise Shield

Selectable Troops: from 2 to 4
Cost per Troop: 100
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Battering Ram

Selectable Troops: from 0 to 1
Cost per Troop: 100
Total Troop(s): _____ Total Cost: _____
Troop Morale: 3
Total Morale value: _____

Culverin

Selectable Troops: from 0 to 2
Cost per Troop: 140
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Sappers

Selectable Troops: from 0 to 3
Cost per Troop: 120
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Ladder

Selectable number: from 2 to 6
Cost per Troop: 20
Total Troop(s): _____ Total Cost: _____

For each Ladder in your army, take 1 Wood token.

Morale loss:

Total Cost: _____

Total minimum: 240

Total Morale: _____

Routing Threshold:

Victory points:

Siege: Defender's Army

Troops

Bombard

Selectable Troops: from 0 to 2
Cost per Troop: 260
Total Troop(s): _____ Total Cost: _____
Troop Morale: 3
Total Morale value: _____

Ballista

Selectable Troops: from 1 to 2
Cost per Troop: 120
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Culverin

Selectable Troops: from 0 to 3
Cost per Troop: 160
Total Troop(s): _____ Total Cost: _____
Troop Morale: 2
Total Morale value: _____

Hacquebutiers

Selectable Troops: from 0 to 2
Cost per Troop: 100
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Militia Bowmen

Selectable Troops: from 2 to 4
Cost per Troop: 75
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Provincial Militia

Selectable Troops: from 2 to 6
Cost per Troop: 35
Total Troop(s): _____ Total Cost: _____
Troop Morale: 1
Total Morale value: _____

Morale loss:

Victory points:

Total Cost: _____
Total minimum: 340
Total Morale: _____

Routing Threshold:

Credits

Based on the initial game design of Pascal Bernard
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Playtesters: Nael Evain, Louis Guillon, Phillippe Villé, Erwan Guellec, Pierre Soriot and over 2000 people during our Tour of Legends!
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A huge thank you to our 11,195 backers who made this project a reality!

Acknowledgements from the author:

The brilliants and generous ambassadors **Mike Monnier**, **Ben and Peps**, **Romain Delavie**, **Vincent Thierry Savidan**, **Andy Cahard**, **Mathieu Giroux**, **Pascal Vanpée, Nicolas Lamberti** and everyone I didn't had the chance to meet; **Léonidas Vesperini** who ever believed in *Joan of Arc*, **Patrick Receveur** faithful companion in the creation of the battlefield of Normandy, **Julien Borne** for his active involvement. **Laurent Levi** for all his prototypes miniatures, and his unstinting support, **Hervé Caille** for his fabulous miniatures game *"L'Art de la guerre"*, **Julien Marty** great alderman of the video Game *Montjoie*! and *Joan of Arc*, **Guillaume Bouilleux** Mr "*Hex Rules*" for his support to the historical and cultural cause, **Charlie Delacretelle** and his family for his norman evenings, **Docteur Mops** for his humanism, **Christophe Barthelemy** alias "the holy man of the prog", **Fréderick Condette** super hero "Mr Chronicles", **Mathieu Saintout** and **Fabien Marteau** the troubadours of Role-Playing Game, for listening me for hours tell the story of the game JoA, **Guillaume Gigleux** for his love of games, **Mr Phal** for his frankness, **Stéphane Hilbold** for his vision of Game Design, **Olivier Carlo** a truculent collector of Kickstarter projects, **Tristan Alexandre** for his illuminations and expert advices, **Yann and Clem** long-standing playing companions, **Alexandre Bonvalot** great painter of armies, **Claude Amardeil** passionate about history games and "Alien Menace", **Frédéric Romero** alias "the Emperor" for his contribution to napoleonic games, **Guillaume Leguyader** one idea per minute from Victoria Game, **Philippe Papoux Le Pape** "the true Dugueslin", **Florent Coupeau** veteran of the Brittany wars, **Nicolas Stratigos** for his irreplaceable magazine Vae Victis, **Dominique Sanche** for his great articles, **Pierre Pinaud** "the king of Cellules Grises" veteran of *Montjoie!* **François Haffner** the memory of games, **PO Barome** "Major Scott" the maestro of fine-tuning for cards games. **Paolo Tidu** for his passion for the Lord of the Ring, **Emmanuel Perez** great storyteller of the Joan of Arc saga, **Yvan Roche** alias "lord of the guitar" when will you do a anime about *Joan of Arc*? **Pierre Ortolan** alias Davout "long live the Emperor!" and companion of Joan, **Laurent Pouquet** and **Nicolas Courtellemont** the tests barons, **Michel Pinon** "when I retire, I will design games!" and he did it, **Cédric Nemintius** games trader great master, **Stéphane Grandazzi** "winter is coming", **Théophile Monnier** "the guide" without whom none of this would have began. **Gary Chalk** and **Tony Webster** for having created *Cry Havoc* that rocked my cradles, **Buxeria and les Edition Historic One** for relaunching the Cry Havoc serie, **Cédric Dominique** old comrade in arms always faithful and for his beautiful 15 mm knights miniatures, **Stéphane Gallani** travelling games vendor, **Nicolas Jamme** great illuminator of johannic chronicles, **Olivier Caira** mad scientist, **Club Achille**, **Jérôme Javelat** mad collector of miniatures, **Nicolas Favre** for his advices on miniatures, **Erwan Griffon** master at arms and faithful companion from the beginning, **Catherine Randrian Tseheno** great puller of teeth of Bordeaux, **Fouzia Receveur** for her patience and for lending me Patrick, Thank you to the nice Octogones fair, **Michel Lalet** who teached me so many things, **Philippe Despallières** for his inexhaustible eloquence, **Nicolas Lamberti** faithful Corsican knight, **David Burkle** and **Damien Coltice** for Pushing the Joan role-playing game, **Arnaud Leclerc** for his knowledge of the military question and his precision, **Pierre Le Pivain** old comrade in arms, alias Mr Comic Joan of Arc, **Philippe Chanoinat** last "Tonton Flingueur, **Sylvain Garet** first knight of the Round Table, who supported me since *Montjoie!* **Camille Camaret** for her love, **Julie and Axel** the demons of the house.
To the historian **Jean Favier** who introduced me to the Hundred Years' War 20 years ago.
My thanks to all the team of **Mythic Games**.

rev. 2022-06-10-EN